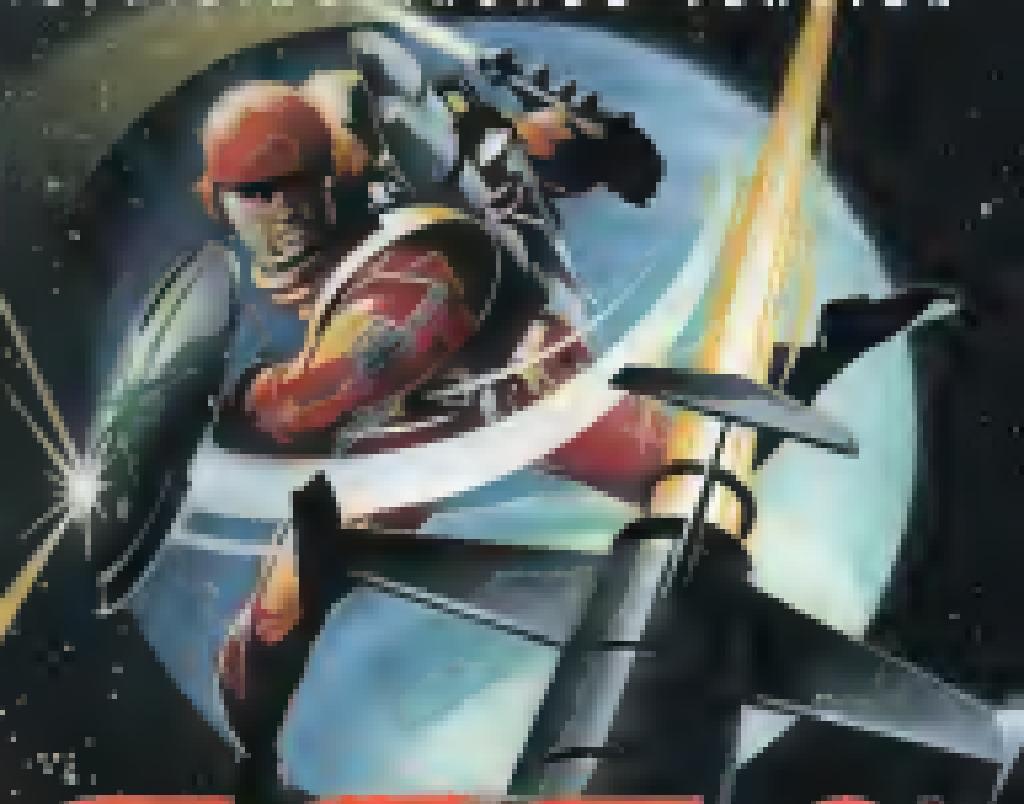


FOR THE ADAM 8200TM GAME SYSTEM

BUCK ROGERSTM

PLANET OF ZOON

OFFICIAL ARCADE VERSION



SEGA

VIDEO GAME CARTRIDGE

 In the 21st century, you are Buck Rogers fighting the battle of Planet Zorgo. This is a non-linear game! Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are five levels of increasing difficulty — each with four rounds of challenging space combat. Before you board the MOTHER SHIP your pilot skills and nerve are tested against invading ELECTROIC PIRATES, ALIEN SABOUCRS and uninvited SPACED HOPPERS. This is a battle of speed, accuracy and endurance. Your fuel consumption is crucial to your survival. If you do plane your fuel you crash into the surface of Planet Zorgo, destroying the life of your brave battle ships. The faster you fly the less fuel you burn. You receive a full tank of fuel to begin destroy the MOTHER SHIP! Be aggressive but don't be reckless. This is where the ultimate combat and is the MOTHER SHIP or FIGHT!

USING YOUR CONTROLS

 On it begins your battle with a fleet of three battleships that you can fire one at a time above the surface of Planet Zorgo and bring safety. Use your joystick to control them. Press the START key at the bottom to start the game.

 **JOYSTICK CONTROL:** Pushing your joystick forward will elevate your flightpath. When it has reached maximum elevation the forward position will increase the speed of flight.

Pulling the joystick back brings your ship lower until it skims the surface of Planet Zorgo. Keeping the joystick pulled back will bring your ship to an endearing speed. The maximum speed increases with each level of difficulty.



Pushing your joystick to the right will turn your ship to the right
Pushing your joystick to the left will turn your ship to the left
Move joystick to angled up or down while turning right or left - your
ship will fly at that angle
Push your fire button & gently fire away fire - keep button depressed
for bursts fire
Push pause button to freeze game
Push reset button to go to title



HOW TO PLAY

The goal of the game is to destroy the MOTHERSHIP before the
aliens do their way to quickly. Features: Power, Sensors and Space Map
lets destroy MOTHERSHIP.

IN SCREEN first screen shows the score to play them over the
surface of Planet Earth. In the distance are mountains and
destroy them with space and star battle with the MOTHERSHIP.

The upper edge of your screen shows your score. Below your score is
your fuel gauge. The fuel is depleted when the tank goes down.
Your fuel gauge changes color to indicate fuel level:

GREEN

YELLOW

FLASHING RED

More than 1/3 of a tank

Between 1/3 and 1/9 of a tank

Less than 1/9 of a tank



When your fuel is depleted, your ship will collide with the surface of Planet Zoom, destroying that ship. If that was your last ship, the game is over. If you run out of fuel before reaching the next level, you return to the first round of that level (unless you skip). Below your fuel gauge is your score/level display indicating the number of Alien Saucers or Space Hoppers to be destroyed or the number of Electron Posts to be passed through.

The surface of Planet Zoom changes colors as your battle takes you to more challenging levels with each level!



Alien Pilot Now you are ready to do battle on Planet Zoom. The game is divided into ten such levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The qualifications get more difficult as you advance through each round of every level!

LEVEL 1—BLAU

ROUND 1—15 Electron Posts

ROUND 2—16 Electron Posts
and/or Alien Saucers

ROUND 3—20 Electron Posts
Alien Saucers and/or
Space Hoppers

ROUND 4—The MOTHAI R-SHP
and saucers

LEVEL 2—BLAU-YELLOW

ROUND 1—15 Electron Posts

Bring forward (j/k)
round 1 Electron Posts (or to the saucers)

ROUND 2—30 Electron Posts and/or Alien Saucers

ROUND 3—20 Electron Posts, Alien Saucers and/or Bring Space
Hoppers (k)

ROUND 4—30 The MOTHAI R-SHP with Alien Saucers

LEVEL 3—GREEN-YELLOW

ROUND 1—20 Electron Posts

ROUND 2—35 Electron Posts and/or Alien Saucers

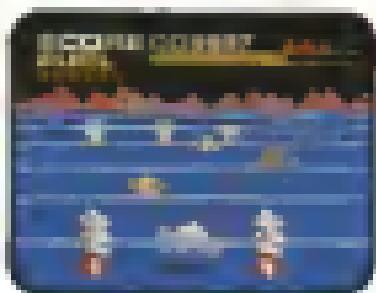
ROUND 3—30 Electron Posts, Alien Saucers and Bring Space Hoppers
ROUND 4—The MOTHAI R-SHP with Alien Saucers

LEVEL 4—BRIGHT GREEN-GOLD

ROUND 1—25 Electron Posts with Alien Saucers

ROUND 2—30 Electron Posts, Alien Saucers and Bring Space Hoppers
ROUND 3—35 non Bring Electron Posts, Alien Saucers and Bring
Space Hoppers

ROUND 4—The MOTHAI R-SHP with Alien Saucers



LEVEL 5—DARK GREEN

ROUND 1—20 Electron Poles with Alien Sensors

ROUND 2—25 Electron Poles, Alien Sensors and Flying Space Hoppers

ROUND 3—40 Electron Poles, Alien Sensors and Flying Space Hoppers

ROUND 4—The MOTHERSHIP with Alien Sensors

The numbers of Electron Poles, Alien Sensors and Space Hoppers indicate the combined total of enemies and aliens you must destroy. Electron Poles you must pass through. Your screen will show more than 10 enemies or aliens to be destroyed.



ENEMIES AND ALIENS

Electron Poles—explosive on impact. After Level 1 see they fire Electron Poles toward the outside. With each level they are spaced closer together.

Alien Sensors—will explode on impact and fly by with greater speed and frequency at levels of difficulty increase.

Space Hoppers—will explode on impact with your ship. After round 1 they will fire at you. As the levels of difficulty increases Space Hoppers will appear with greater speed and frequency.

The Mother Ship... This is your greatest challenge. Her destruction is your greatest victory. Be aware of more causing or powerful. The front is blue and the back is yellow. The MOTHERSHIP can be destroyed by hitting it directly. Any other shots will knock off and may destroy you! As it approaches the MOTHERSHIP will fire at you.



SCORING

Alien Saucers

200 points

Space Hoppers

300 points

Electron Posids

300 points

The MOTHER SHIP

30,000 points plus full load of fuel

Every 20,000 points you receive an additional lightbeam

STRATEGIC TIPS

- Fly as fast as you can without crashing. The faster you fly the less fuel you consume. Tip: Increase rocket power for added speed.
- If you fly past the Electron Posids after level 1, you are likely to be hit by Electron Posids.
- You are more vulnerable to attack by Alien Saucers when flying low.
- Saucers are more vulnerable as they fly past from behind.
- Electrons appear in waves. Try to determine the rhythm of the waves.
- Be aggressive...if you retreat, you'll see your fuel meter run empty faster with the MOTHER SHIP.
- Don't be reckless—your lightbeams damage both super-sensitive receptors.
- Over-clearing may cause you to collide with Electron Posids, Alien Saucers or space Hoppers.

ANOTHER GREAT GAME FROM SEGA

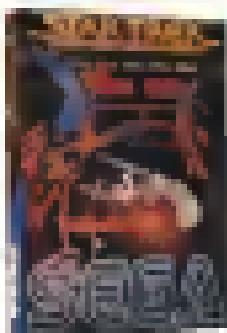
STAR TREK™

VIDEO GAME CARTRIDGE

 The acidic
waters have you
where the video game has driven
you before with STAR TREK—
STRATEGIC OPERATIONS END
SECTION. Take command of the
helm of the U.S.S. Enterprise as
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new space mission.

Destroy deadly KOBALOID and
ANTI MATTER MACROS as you put the drive and skill to the
test against the Federation's most dangerous enemy—the
mysterious ROMULUS.

Now all the action and adventure of STAR
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the S.D.C. 1000—STAR TREK (OPERATION)
SIMULATOR and see the heat of maximum
space challenges. But remember why you
left home for Federation!
OFFICIAL ARCADE VERSION!



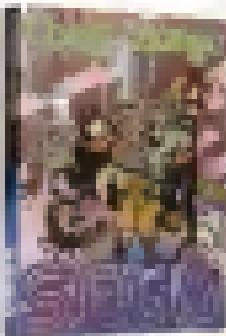
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OMING SOON

Congo Bongo

VIDEO GAME CARTRIDGE

Hey cat! Fear the heat of jungle depths in the fun-filled cartoon adventure COONIE BOOGIE. Colorful art of the-art 3-D graphics based on the design of your Jungle Adventure! Jump over Congo Bongo, that mischievous giant porcupine. There are plenty of Puffles and challenges along the way: huge critters, coconut-patty chump, infectious vines and even changing sheets. COONIE BOOGIE — more fun than a barrel of monkeys... or a million! OFFICIAL ARCADE VERSION!



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